Project Updates (and some game design tips)

wolffighting2768

@Eliza:

RWBY IS COMING BACK!!!!!!!
Dragons r kewl
HAMILTON! FOR LIFEEEe
"I'm gonna boop him on the nose!"~Lucas the Spider

ANIME IS REAL!!!!!!
Undyne: I KNEW IT
Alphys: I TOLD YOU!

{Zane}

/354852

REMEMBER THE ONES WHO COULDN'T MAKE IT

"Dawn of a New day: 72 hours remaining." Legend of Zelda: Majora's mask.

Project Updates (and some game design tips)

dragonmind254

@King Keith - I've never seen you before around here, either! Nice to meetcha, your majesty! *bows* (And no, I'm not doing your homework. Chop my head off, but I still won't do it, LOL.)

@Erika - OOH, NOW I IS INTERESTED OwO
All joking aside, I really am intrigued now!

[I'm willing to bet your pic is definitely from the game. It looks highly similar, and you *are* the lead artist, so . . . (°ʖ°)]

4

✯ Shion ✯

she/her/pinkiebi
#PRIDE
~~*Gone*~~ *Animatin'*
I love y'all
Ayyyy, I'm back, Forumsville!
Please . . . before we go, read /356112.

Project Updates (and some game design tips)

bluedolphin8423

Chessnose1 does not exist yet :(

2

bluedolphin8423

CHRISTIAN!✞

^ These two have been and will be up here till the day we're gone.

LUPA ★ 2647

February or July 2015 – March 2019

the forum nostalgia pile

remember the lost. *that's* what matters.

ClerilisaFRUIT
Toasteril
balegu

Project Updates (and some game design tips)

autumnsunset52

I saw art eisels!! Are they for decoration or can we actually paint with them?

2

SNAPPLE

the risk i took was calculated,
but man,
am i bad at math

WoF Naming List: /347880

Project Updates (and some game design tips)

tornadofangs60

@Keith, your profile pic is gold XD

3

Boop
She/Her/They/Them
"Before you judge a man, walk a mile in his shoes.
After that who cares?
He's a mile away and you've got his shoes!" — Billy Connolly
LGBTQ+

Project Updates (and some game design tips)

vampirehawk1072

am I the only one who thinks the interactions with the mods on this topic are adorable?

5

Sirius

Goddess of speed and teleportation

i support #LGBTQ+

she/her

Pitbulls are dogs too!

Queen of grammar.

Project Updates (and some game design tips)

Brrr-cky B : admin

We've been quite busy these past few days and I haven't been able to spend as much time here on the forums as I'd like!
That pre-holiday CRUNCH!

Here are some screenshots of Keith goofing around while we were QA-testing today. (QA means "quality assurance" aka finding bugs and writing bug reports to send the developers.)

I've been collecting a lot of fun gifs today, so will have more to share next week.

Would you be interested in learning more about the game development QA process?

11

Wings of Fire Book #12: The Hive Queen....it's out now!!

WoFMB: wingsoffire.scholastic.com/forums/topics/344922

SAMB: spiritanimals.scholastic.com/forums/topics/344060

39 Clues: doublecross.scholastic.com/forums/topics/344061

Project Updates (and some game design tips)

rainwings289

Wow, that looks so cool! And yeah, I'd like to know about the QA process!

0

Call me < Andalite >
Proud Christian!
#RavenclawPride
#IDoNotSupportSame-GenderShipping
I am a girl
Fluent in sarcasm ~ My T-Shirt

Project Updates (and some game design tips)

vampirehawk1072

oh gosh Keith XD

0

Sirius

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she/her

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Queen of grammar.

Project Updates (and some game design tips)

autumnsunset52

i see a SWIRLING VORTEX OF DOOM

3

SNAPPLE

the risk i took was calculated,
but man,
am i bad at math

WoF Naming List: /347880

Project Updates (and some game design tips)

catink63

I LOVE THE HAT

WOW

1

grendel
(mostly inactive until the forums get moved to home base)
(plato was a great philosopher. he said that we should be kind to everyone, because everyone is fighting a difficult battle.)

Project Updates (and some game design tips)

bluedolphin8423

BECKY PLEASE PLEASE PLEASE ADD A BUSH TO THE CLOTHING OPTIONS PLEEAAAASE

6

bluedolphin8423

CHRISTIAN! ✝

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ClerilisaFRUIT
Toasteril
balegu

Project Updates (and some game design tips)

vampirehawk1072

maybe the next screenshot could be the customization menu?

1

Sirius

Goddess of speed and teleportation

i support #LGBTQ+

she/her

Pitbulls are dogs too!

Queen of grammar.

Project Updates (and some game design tips)

ravencat184

@Becky I'D LOVE TO LEARN ABOUT QA!!!

1

---

call me *Eliza*

"To the well-organized mind, death is but the next great adventure." ~Albus Dumbledore

Oh yes, oh yes, IT'S SPRINGTIME!

WE are not Forumers.
WE are the Forums.
And we all have the power of Wings of Fire.

We goin' to the other side...

Project Updates (and some game design tips)

fearlesscat277

Bush Skirt Forever!

0

"Faith is the bird that feels the light when the dawn is still dark"~Rabindranath Tagore
*:･ﾟ.✧:･ﾟ
Oh look! My army of adorableness!
.✧ *:･.
Forum Bro:Cloudburst

Project Updates (and some game design tips)

bluedolphin8423

BECKY CAN YOU ALSO PLEASE ADD A BUSH TO THE CLOTHING OPTIONS

LIKE KEITH WAS IN ON THE PROJECT UPDATES THREAD

4

bluedolphin8423

CHRISTIAN! ✝

^ These two have been and will be up here till the day we're gone.

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Toasteril
balegu

Project Updates (and some game design tips)

catclaws2201

oof

0

Brightheart

froot loops

REAL GAMER GIRL

~~oof~~

Project Updates (and some game design tips)

catclaws2201

oof wut iz da game gunna be about

0

Brightheart

froot loops

REAL GAMER GIRL

~~oof~~

Project Updates (and some game design tips)

vampirehawk1072

@Brightheart

Considering what we have seen so far it's probably going to be just a free world explorer with little to no plot just a place to explore and chat with friends

0

Sirius

Goddess of speed and teleportation

i support #LGBTQ+

she/her

Pitbulls are dogs too!

Queen of grammar.

Project Updates (and some game design tips)

tornadofangs60

bump cuz why not

1

Boop
She/Her/They/Them
"Before you judge a man, walk a mile in his shoes.
After that who cares?
He's a mile away and you've got his shoes!" — Billy Connolly
LGBTQ+

Project Updates (and some game design tips)

vampirehawk1072

did this topic die? did I kill it?

0

Sirius

Goddess of speed and teleportation

i support #LGBTQ+

she/her

Pitbulls are dogs too!

Queen of grammar.

Project Updates (and some game design tips)

lynxsoul148

@Becky- Is Keith... bush camping?

3

Praetor Newt
Male
Warrior name: Nighteyes
That Shadowclan tom
"I don't think; It interferes with being crazy."
(Leo Valdez)
Official forum ThunderClan Leader.
SPQR

Project Updates (and some game design tips)

phoenixdragon3358

I VOTE BUSH SKIRT!!!
I would also like a dark green trench coat.

0

"If were so worried about global warming, why haven't done anything about it?" -T. Silver Smith
USA
call me Silver
RAVENCLAW
Dauntless
Narnian
GUN LOVER
Male
Dab Police Officer 1322
Marine can only be 50% blue banana.

Project Updates (and some game design tips)

sandwings117

I'm guessing there's character creation right?

0

Project Updates (and some game design tips)

sandwings117

Will it just be like an exploration game? Like astroneers, but MMO?

0

Project Updates (and some game design tips)

opaldragon1643

this is SO COOL! I can't wait to see what it is!
Is it a WoF game? It doesn't look like it, but I'm sure it will be great anyway!

0

Paradise

SilkWing - NightWing - Rainwing
Glorybringer forever!
Christian - reader - Artist - Musician
#remember Hurricane
forum bro: Zane

Project Updates (and some game design tips)

lightningdragon9493

when does it come out?

0

Elements are lightning and water!

call me Shard!

forum Fam: Cobra, Stormbringer

better then most at Halo (realy good)

#moonbli
#cleril

Project Updates (and some game design tips)

forestllama31

ADDTHEBUSHSKIRT

5

FOREST

OH PLEASE
I BET EVERYBODY ELSE HERE
IS FAKE HAPPY TOO

HAIL KEVIN

Project Updates (and some game design tips)

hydrakitten48

#bushskirtpride

4

Fantasy/Lilac
She/Her
Proud Catholic
Bookish Writer-Editor

Fam: Everyone
BotW: 345247
EST. 10/08/14
~ 1632 stars ~
/352812
/354852

Don't think of this as a goodbye, think of it as a "see you later."

Project Updates (and some game design tips)

guitarshark29

loads meme cannon

did somebody say..... ¿¡¿¡GÑÏPMÆÇ HŠÜB

1

~~Call me Prisma~~
Your crying forum communist
HE/HIM
Eagle Scout
#isurvivedriskyreels
#nidusgang
forum familee: Stormbringer, Amarok
Forum Twin: Crow

Joined November 2018
star count:207

The forums are falling apart...

Project Updates (and some game design tips)

catink63

Put #addthebushskirt or #bushskirtpride in your siggies if you want the people working on the game to add the bush skirt!

4

grendel
(mostly inactive until the forums get moved to home base)
(plato was a great philosopher. he said that we should be kind to everyone, because everyone is fighting a difficult battle.)

Project Updates (and some game design tips)

nightseeker12

more updates please?!

1

night
the last corn has been cut,
the last tracks torn up,
but beyond the peaks standing tall
lies fields extending to the shore
and soon we will push through the rainfall
and fill our new home with the dragon's roar

Project Updates (and some game design tips)

dragonmind254

OOH!! That is one nice bush skirt you've got there, King Keith!

#BushSkirtPride

0

☆ Shion ☆

she/her/pinkiebi
#PRIDE
~~Gone~~ *Animatin'*
I love y'all
Ayyyy, I'm back, Forumsville!
Please . . . before we go, read /356112.

Project Updates (and some game design tips)

Brrr-cky B : admin

So, you're interested in learning more about QA huh? This is the first post in a series of posts about the Quality Assurance process. Basically, what we do to make sure the game is playable when we finally launch it!

QA is the process of testing a game or application to make sure when it's released it has as few bugs as possible.

This first post will be about manual QA. Future posts will get into automated QA, test cases, and more. I know some folks here have stated interest in coding and others may have made games before, or at least are interested in it, so we can get more technical if you're interested in that!

What is manual QA?

This is manually playing a game and running into bugs or issues yourself. Can you fall off any platforms into an endless void? When multiple players join a room, do they all look the same and do they all see the same things? When you buy an item, does it appear correctly in your inventory? A game should run as you expect it to, QA testing is making sure that's really the case.

Example of something terrifying we ran into recently, The Face-Chin Man:

It can be exhausting sometimes. I remember when I was QA testing for the Spirit Animals game way back when, I spent hours running into invisible walls trying to find areas where I could break through all because I found one instance once where I ended up in a void.

Manual QA not only helps to find bugs, but also areas where the game's design or UI (user interface) isn't working as you expected. This is an area where automatic QA doesn't really help. A QA tester might be playing the game and realize they always accidentally click on their character while trying to run, which brings up the "emotes" menu. Maybe the "Quit" button is placed really close to the "Save" button so you sometimes accidentally quit the game when you're trying to save. These are not a "bugs" per se, but they are annoying and negatively affect the player's experience. A QA tester might play a game where the goal is to pick up a dog and carry it to a doghouse. They discover they can still dance emote while holding them which makes everything look nuts...

What is even happening here my dudes:

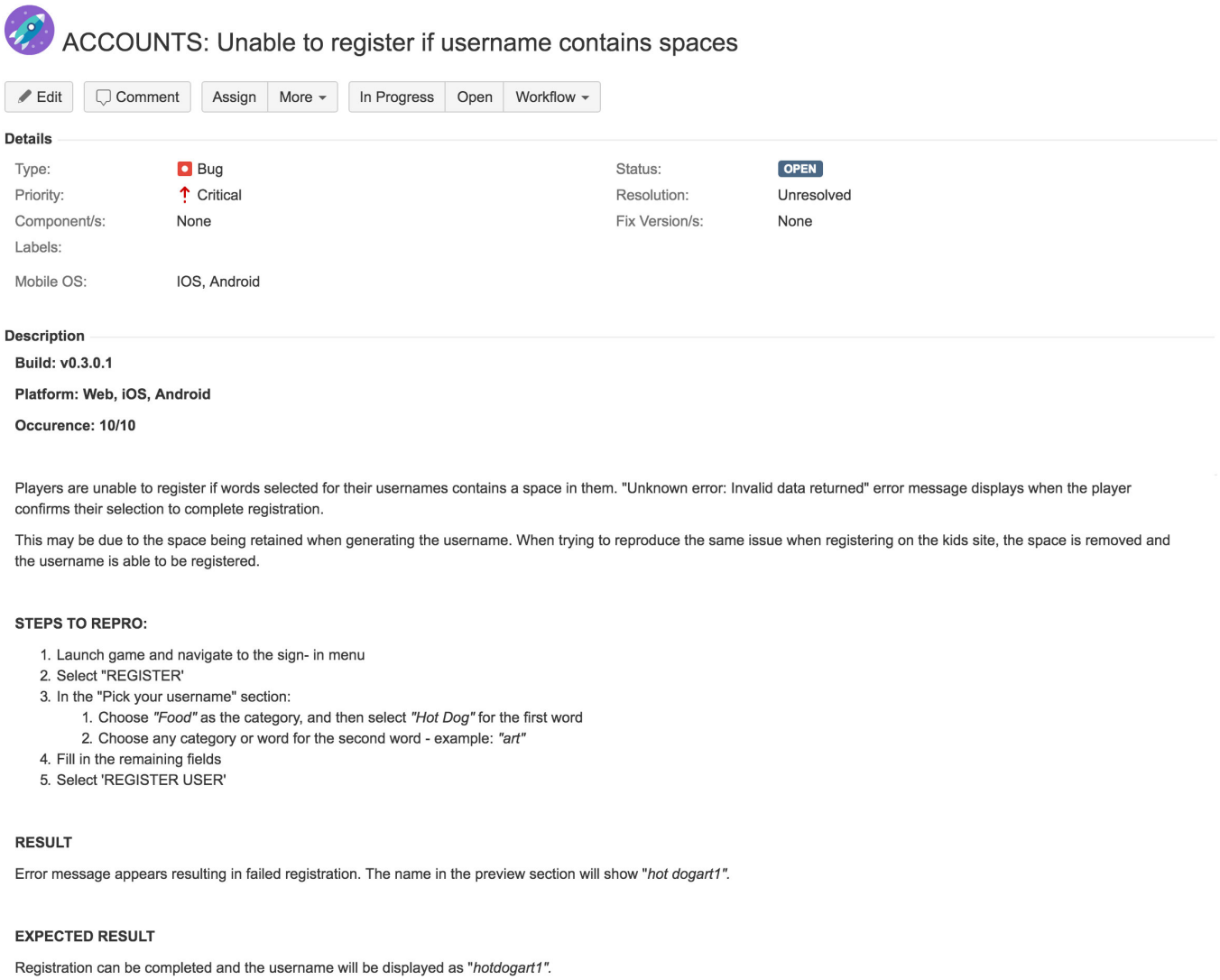
One of the most important mindsets to have while manual QA testing is a desire to break games. It can be pretty fun thinking of all the crazy things players might do, though it's impossible to think of everything. I worked on a game once where we tested for months and months, and in the first few days of launch someone had already discovered a small area of one specific map where their character could jump up and stand on an invisible platform in the corner.

We have to test on all the different browsers and mobile devices we expect our players to use. This is why when you submit a bug report to us, it's really helpful if you tell us whether you're playing on web or mobile, the browser (Firefox, Chrome, etc) or OS (Operating System: like Windows, Mac, Apple, Android) of your device, and even what version of iOS or Android it is. It helps us find the bug if we know that something is a global issue and affecting everyone, or affecting only certain users on a specific browser.

When you find a bug what do you do with it?

Well, you need to inform the developers since they're the ones who can actually fix it! This means you have to "open a ticket" on some sort of bug tracking application. A "ticket" is simply a description of the bug, how game-breaking it is, what system/device you're using, and steps to reproduce it. Sometimes it includes more information, like images, videos, what version of the game it affected, etc. The goal of a ticket is to make it as easy as possible for a developer to figure out the exact cause of a bug so we include as much information as possible.

Here's an example ticket:



ACCOUNTS: Unable to register if username contains spaces

Edit | Comment | Assign | More | In Progress | Open | Workflow

Details

Type:	Bug	Status:	OPEN
Priority:	Critical	Resolution:	Unresolved
Component/s:	None	Fix Version/s:	None
Labels:			
Mobile OS:	IOS, Android		

Description

Build: v0.3.0.1

Platform: Web, iOS, Android

Occurence: 10/10

Players are unable to register if words selected for their usernames contains a space in them. "Unknown error: Invalid data returned" error message displays when the player confirms their selection to complete registration.

This may be due to the space being retained when generating the username. When trying to reproduce the same issue when registering on the kids site, the space is removed and the username is able to be registered.

STEPS TO REPRO:

1. Launch game and navigate to the sign- in menu
2. Select "REGISTER'
3. In the "Pick your username" section:
    1. Choose *"Food"* as the category, and then select *"Hot Dog"* for the first word
    2. Choose any category or word for the second word - example: *"art"*
4. Fill in the remaining fields
5. Select 'REGISTER USER'

RESULT

Error message appears resulting in failed registration. The name in the preview section will show "*hot dogart1"*.

EXPECTED RESULT

Registration can be completed and the username will be displayed as "*hotdogart1"*.

Reproducing a bug is often the most difficult part of QA testing. Figuring out the exact steps needed to reproduce it is a lot trickier than you'd think. It can feel like a putting the pieces of a puzzle together which is cool - when you successfully figure it out. When you can't figure it out it's one of the most frustrating things ever. For example, maybe a bug only happens if you have a certain item equipped or have just completed a specific action, like talking to an NPC.

I hope this has given you a nice overview of the manual QA process! Stay tuned for future installments where we get more in-depth and technical about automated QA (and share more examples of the wonky bugs we've found in our game.) Plus, very soon I'll have a big announcement for you all that will answer many of your questions about what we're working on. Woo!

-Becky B & Queen Andrea (QA)

13

Wings of Fire Book #12: The Hive Queen....it's out now!!

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39 Clues: doublecross.scholastic.com/forums/topics/344061